

Cellular CDMA Q600

User's Manual

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FCC RF EXPOSURE INFORMATION

WARNING! Read this information before using your phone.

In August 1986 the Federal Communications Commission (FCC) of the United States with its action in Report and Order FCC 96-326 adopted an updated safety standard for human exposure to radio frequency (RF) electromagnetic energy emitted by FCC regulated transmitters. Those guidelines are consistent with the safety standard previously set by both U.S. and international standards bodies. The design of this phone complies with the FCC guidelines and these international standards.

Use only the supplied or an approved antenna. Unauthorized antennas, modifications, or attachments could impair call quality, damage the phone, or result in violation of FCC regulations.

Do not use the phone with a damaged antenna. If a damaged antenna comes into contact with the skin, a minor burn may result. Please contact your local dealer for replacement antenna.

Body-worn Operation

To comply with FCC RF exposure requirements, a minimum separation distance of 0.6 inches (1.5cm) must be maintained between the user's body and the back of the phone, including the antenna, whether extended or retracted. Third-party belt-clips, holsters and similar accessories containing metallic components shall not be used. Body-worn accessories that cannot maintain 0.6 inch (1.5cm) separation distance between the user's body and the back of the phone may not comply with FCC RF exposure limits and should be avoided.

Q600 accessories: charger, data cable-optional; earphone-optional.

For more information about RF exposure, please visit the FCC website at www.fcc.gov

Exposure to radio frequency signals

Your wireless handheld portable telephone is a low power radio transmitter and receiver. When it is ON, it receives and also sends out radio frequency (RF) signals.

In August, 1996, the Federal Communications Commissions (FCC) adopted RF exposure guidelines with safety levels for hand-held wireless phones. Those guidelines are consistent with the safety standards previously set by both U.S. and international standards bodies:

ANSIC95.1 (1992)'

NCRP Report 86 (1986)

ICIMIRP(1996)

Those standards were based on comprehensive and periodic evaluations of the relevant scientific literature. For example, over 120 scientists, engineers, and physicians from universities, government health agencies, and industry reviewed the available body of research to develop the ANSI Standard (C95.1). Nevertheless, we recommend that you use a handsfree kit with your phone (such as an earpiece or headset) to avoid potential exposure to RF energy.

The design of your phone complies with the FCC guidelines (and those standards).

Antenna Care

Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the phone and may violate FCC regulations.

Phone operation

NORMAL POSITION: Hold the phone as you would any other telephone with the antenna pointed up and over your shoulder.

TIPS ON EFFICIENT OPERATION: For your phone to operate most efficiently:

- Extend your antenna fully.
- Do not touch the antenna unnecessarily when the phone is in use. Contact with the antenna affects call quality and may cause the phone to operate at a higher power level than otherwise needed.

Driving

Check the laws and regulations on the use of wireless telephones in the areas where you drive. Always obey them. Also, if using your phone while driving, please:

- Give full attention to driving - driving safely is your first responsibility;

- Use hands-free operation, if available;
- Pull off the road and park before making or answering a call if driving conditions so require.

Electronic devices

Most modern electronic equipment is shielded from RF signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone.

Pacemakers

The Health Industry Manufacturers Association recommends that a minimum separation of six (6") inches be maintained between a handheld wireless phone and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research.

Persons with pacemakers:

- Should ALWAYS keep the phone more than six inches from their pacemaker when the phone is turned ON;
- Should not carry the phone in a breast pocket;
- Should use the ear opposite the pacemaker to minimize the potential for interference.
- If you have any reason to suspect that interference is taking place, turn your phone OFF immediately.

Hearing Aids

Some digital wireless phones may interfere with some hearing aids. In the event of such interference, you may want to consult your service provider or call the customer service line to discuss alternatives.

Other Medical Devices

If you use any other personal medical device, consult the manufacturer of your device to determine if they are adequately shielded from external RF energy. Your physician may be able to assist you in obtaining this information.

Turn your phone OFF in health care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles. Check with the manufacturer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted Facilities

Turn your phone OFF in any facility where posted notices require you to do so.

FCC regulations prohibit using your phone while in the air. Switch OFF your phone before boarding an aircraft.

Aircraft

To avoid interfering with blasting operations, turn your phone OFF when in a "blasting area" or in areas posted: "Turn off two-way radio". Obey all signs and instructions.

Blasting areas

Turn your phone OFF when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death.

Potentially explosive atmospheres

Areas with a potentially explosive atmosphere are often but not always clearly marked. They include fueling areas such as gasoline stations; below deck on boats; fuel or chemical transfer or storage facilities; vehicles using liquefied petroleum gas (such as propane or butane); areas where the air contains chemicals or particles, such as grain, dust, or metal powders; and any other area where you would normally be advised to turn off your vehicle engine.

For Vehicles Equipped with an Air Bag

An air bag inflates with great force. DO NOT place objects, including both installed or portable wireless equipment, in the area over the air bag or in the air bag deployment area.

If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

FDA Consumer Update on Mobile Phone

FDA has been receiving inquiries about the safety of mobile phones, including cellular phones and PCS phones. The following summarizes what is known--and what remains unknown--about whether these products can pose a hazard to health, and what can be done to minimize any potential risk. This information may be used to respond to questions.

Why the concern?

Mobile phones emit low levels of radio frequency energy (i.e., radio frequency radiation) in the microwave range while being used. They also emit very low levels of radio frequency energy (RF), considered non-significant, when in the stand-by mode. It is well known that high levels of RF can produce biological damage through heating effects (this is how your microwave oven is able to cook food). However, it is not known whether, to what extent, or through what mechanism, lower levels of RF might cause adverse health effects as well. Although some research has been done to address these questions, no clear picture of the biological effects of this type of radiation has emerged to date. Thus, the available science does not allow us to conclude that mobile phones are absolutely safe, or that they are unsafe. However, the available scientific evidence does not demonstrate any adverse health effects associated with the use of mobile phones.

What kinds of phones are in question?

Questions have been raised about hand-held mobile phones, the kind that have a built-in antenna that is positioned close to the user's head during normal telephone conversation. These types of mobile phones are of concern because of the short distance between the phone's antenna--the primary source of the RF--and the person's head. The exposure to RF from mobile phones in which the antenna is located at greater distances from the user (on the outside of a car, for example) is drastically lower than that from hand-held phones, because a person's RF exposure decreases rapidly with distance from the source. The safety of so-called "cordless phones," which have a base unit connected to the telephone wiring in a house and which operate at far lower power levels and frequencies, has not been questioned.

How much evidence is there that hand-held mobile phones might be harmful?

Briefly, there is not enough evidence to know for sure, either way; however, research efforts are on-going.

The existing scientific evidence is conflicting and many of the studies that have been done to date have suffered from flaws in their research methods. Animal experiments investigating the effects of RF exposures characteristic of mobile phones have yielded conflicting results. A few animal studies, however, have suggested that low levels of RF could accelerate the development of cancer in laboratory animals. In one study, mice genetically altered to be predisposed to developing one type of cancer developed more than twice as many such cancers when they were exposed to RF energy compared to controls. There is much uncertainty among scientists about whether results obtained from animal studies apply to the use of mobile phones. First, it is uncertain how to apply the results obtained in rats and mice to humans. Second, many of the studies that showed increased tumor development used animals that had already been treated with cancer-causing chemicals, and other studies exposed the animals to the RF virtually continuously--up to 22 hours per day.

For the past five years in the United States, the mobile phone industry has supported research into the safety of mobile phones. This research has resulted in two findings in particular that merit additional study:

In a hospital-based, case-control study, researchers looked for an association between mobile phone use and either glioma (a type of brain cancer) or acoustic neuroma (a benign tumor of the nerve sheath). No statistically significant association was found between mobile phone use and acoustic neuroma. There was also no association between mobile phone use and gliomas when all types of gliomas were considered together. It should be noted that the average length of mobile phone exposure in this study was less than three years.

When 20 types of glioma were considered separately, however, an association was found between mobile phone use and one rare type of

glioma, neuroepitheliomatous tumors. It is possible with multiple comparisons of the same sample that this association occurred by chance. Moreover, the risk did not increase with how often the mobile phone was used, or the length of the calls. In fact, the risk actually *decreased* with cumulative hours of mobile phone use. Most cancer causing agents increase risk with increased exposure. An ongoing study of brain cancers by the National Cancer Institute is expected to bear on the accuracy and repeatability of these results.¹

Researchers conducted a large battery of laboratory tests to assess the effects of exposure to mobile phone RF on genetic material. These included tests for several kinds of abnormalities, including mutations, chromosomal aberrations, DNA strand breaks, and structural changes in the genetic material of blood cells called lymphocytes. None of the tests showed any effect of the RF except for the micronucleus assay, which detects structural effects on the genetic material. The cells in this assay showed changes after exposure to simulated cell phone radiation, but only after 24 hours of exposure. It is possible that exposing the test cells to radiation for this long resulted in heating. Since this assay is known to be sensitive to heating, heat alone could have caused the abnormalities to occur. The data already in the literature on the response of the micronucleus assay to RF are conflicting. Thus, follow-up research is necessary.²

FDA is currently working with government, industry, and academic groups to ensure the proper follow-up to these industry-funded research findings. Collaboration with the Cellular Telecommunications and Internet Association (CTIA) in particular is expected to lead to FDA providing research recommendations and scientific oversight of new CTIA-funded research based on such recommendations. Two other studies of interest have been reported recently in the literature:

Two groups of 18 people were exposed to simulated mobile phone signals under laboratory conditions while they performed cognitive function tests. There were no changes in the subjects' ability to recall words, numbers, or pictures, or in their spatial memory, but they were able to make choices more quickly in one visual test when they were exposed to simulated mobile phone signals. This was the only change noted among more than 20 variables compared.³

In a study of 209 brain tumor cases and 425 matched controls, there was no increased risk of brain tumors associated with mobile phone use. When tumors did exist in certain locations, however, they were more likely to be on the side of the head where the mobile phone was used. Because this occurred in only a small number of cases, the increased likelihood was too small to be statistically significant.⁴

In summary, we do not have enough information at this point to assure the public that there are, or are not, any low incident health problems associated with use of mobile phones. FDA continues to work with all parties, including other federal agencies and industry, to assure that research is undertaken to provide the necessary answers to the outstanding questions about the safety of mobile phones.

What is known about cases of human cancer that have been reported in users of hand-held mobile phones?

Some people who have used mobile phones have been diagnosed with brain cancer. But it is important to understand that this type of cancer also occurs among people who have not used mobile phones. In fact, brain cancer occurs in the U.S. population at a rate of about 6 new cases per 100,000 people each year. At that rate, assuming 80 million users of mobile phones (a number increasing at a rate of about 1 million per month), about 4800 cases of brain cancer would be expected each year among those 80 million people, whether or not they used their phones.

Thus it is not possible to tell whether any individual's cancer arose because of the phone, or whether it would have happened anyway. A key question is whether the risk of getting a particular form of cancer is greater among people who use mobile phones than among the rest of the population. One way to answer that question is to compare the usage of mobile phones among people with brain cancer with the use of mobile phones among appropriately matched people without brain cancer. This is called a case-control study. The current case-control study of brain cancers by the National Cancer Institute, as well as the follow-up research to be sponsored by industry, will begin to generate this type of information.

What is FDA's role concerning the safety of mobile phones?

Under the law, FDA does not review the safety of radiation-emitting consumer products such as mobile phones before marketing, as it does with new drugs or medical devices. However, the agency has authority to take action if mobile phones are shown to emit radiation at a level that is hazardous to the user. In such a case, FDA could require the manufacturers of mobile phones to notify users of the health hazard and to repair, replace or recall the phones so that the hazard no longer exists.

Although the existing scientific data does not justify FDA regulatory actions at this time, FDA has urged the mobile phone industry to take a number of steps to assure public safety. The agency has recommended that the industry:

- support needed research into possible biological effects of RF of the type emitted by mobile phones;
- design mobile phones in a way that minimizes any RF exposure to the user that is not necessary for device function ; and
- cooperate in providing mobile phone users with the best possible information on what is known about possible effects of mobile phone use on human health.

At the same time, FDA belongs to an interagency working group of the federal agencies that have responsibility for different aspects of mobile phone safety to ensure a coordinated effort at the federal level. These agencies are:

- National Institute for Occupational Safety and Health
- Environmental Protection Agency
- Federal Communications Commission
- Occupational Health and Safety Administration
- National Telecommunications and Information Administration

The National Institutes of Health also participates in this group.

In the absence of conclusive information about any possible risk, what can concerned individuals do?

If there is a risk from these products--and at this point we do not know that there is--it is probably very small. But if people are concerned about avoiding even potential risks, there are simple steps they can take to do so. For example, time is a key factor in how much exposure a person receives. Those persons who spend long periods of time on their hand-held mobile phones could consider holding lengthy conversations on conventional phones and reserving the hand-held models for shorter conversations or for situations when other types of phones are not available.

People who must conduct extended conversations in their cars every day could switch to a type of mobile phone that places more distance between their bodies and the source of the RF, since the exposure level drops off dramatically with distance. For example, they could switch to:

- a mobile phone in which the antenna is located outside the vehicle,
- a hand-held phone with a built-in antenna connected to a different antenna mounted on the outside of the car or built into a separate package, or
- a headset with a remote antenna to a mobile phone carried at the waist.

Again, the scientific data does not demonstrate that mobile phones are harmful. But if people are concerned about the radiofrequency energy from these products, taking the simple precautions outlined above can reduce any possible risk.

Where can I find additional information?

For additional information, see the following websites:

Federal Communications Commission (FCC) RF Safety Program (select "Information on Human Exposure to RF Fields from Cellular and PCS Radio Transmitters"): <http://www.fcc.gov/oet/rfsafety>

World Health Organization (WHO) International Commission on Non-Ionizing Radiation Protection (select Qs & As): <http://www.who.int/emf>

United Kingdom, National Radiological Protection Board: <http://www.nrpb.org.uk>

1. Muscat et al. Epidemiological Study of Cellular Telephone Use and Malignant Brain Tumors. In: State of the Science Symposium; 1999 June 20; Long Beach, California.

2. Tice et al. Tests of mobile phone signals for activity in genotoxicity and other laboratory assays. In: Annual Meeting of the Environmental Mutagen Society; March 29, 1999, Washington, D.C.; and personal communication, unpublished results.

3. Preece, AW, Iwi, G, Davies-Smith, A, Wesnes, K, Butler, S, Lim, E, and Varey, A. Effect of a 915-MHz simulated mobile phone signal on cognitive function in man. *Int. J. Radiat. Biol.*, April 8, 1999.

4. Hardell, L, Nasman, A, Pahlson, A, Hallquist, A and Mild, KH. Use of cellular telephones and the risk for brain tumors: a case-control study. *Int. J. Oncol.*, 15: 113-116, 1999.

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5,267,261	5,544,196	5,267,262	5,568,483	5,337,338
5,600,754	5,414,796	5,657,420	5,416,797	5,659,569
5,710,784	5,778,38			

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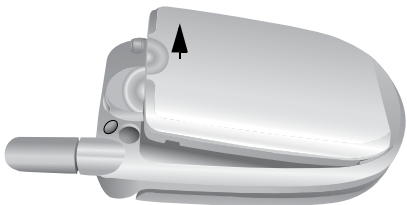
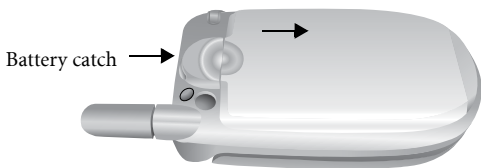
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1 PREPARING YOUR PHONE FOR USE

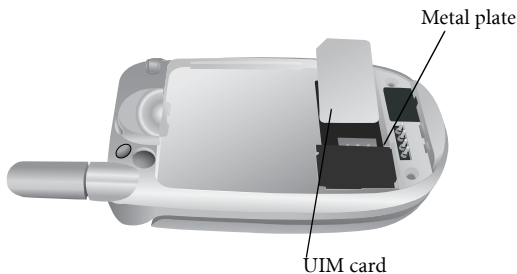
Inserting your UIM card

1. Hold your phone face down, and pull the battery catch backwards to release the battery. Lift the battery off your phone.



Do not remove the battery when your phone is on: you may lose all your personal settings stored either in your UIM card or in the phone memory.

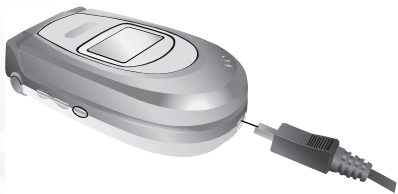
- Slide the UIM card into the UIM card holder with the gold contacts facing downwards, with the cut corner at the upper left.



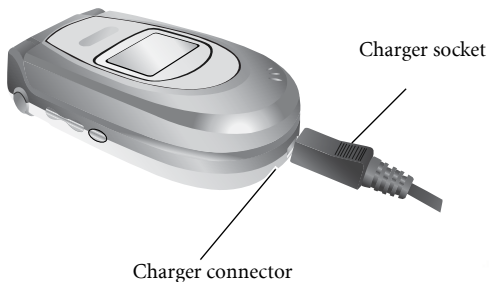
Scratches can easily damage the gold contacts of the UIM card. Take care when handling and inserting the UIM card.

Fitting and charging your battery

- Place the battery on the phone, with the battery's contacts facing downwards, and the teeth on the top edge of the battery in alignment with the holes in the phone. Push the battery against the top of the phone to insert the teeth into the holes, then press the battery down gently to click it back into place.



2. Insert the travel charger connector into the charger socket at the bottom of your phone. Make sure you insert the connector with the arrow sign on the top.



3. Plug the charger into a main outlet.
4. After your phone is fully charged, disconnect the charger from the mains outlet and your phone.








- **It takes 4 hours for the travel charger to fully charge a new battery.**
- **When the battery is low, you will hear a warning tone, and Battery Low will appear on the screen. When the battery is running out of power, Battery Empty will appear to remind you to recharge immediately. Your phone will then power off automatically.**




You should never remove the battery from your phone while it is being charged.

Turning on your phone

1. Open your phone's flip.
2. Long press  to turn your phone on. The greeting animation will show on the screen.
3. When prompted, enter your PIN. If you type a wrong digit while entering your PIN, press  (**Back**) to delete. Long press  to delete all digits entered. When you are done entering your PIN, press  (**OK**) to confirm.
4. Once your PIN is accepted, the phone goes to idle screen. On the top of the main screen you will see **Searching**. It may take a few seconds for the phone to pick up the network signal. After receiving the network signal successfully, **Searching** will be replaced by the name of the network you connect to. Now your phone is ready for use.

 **If network service is not available, no signal level will show on the screen.**

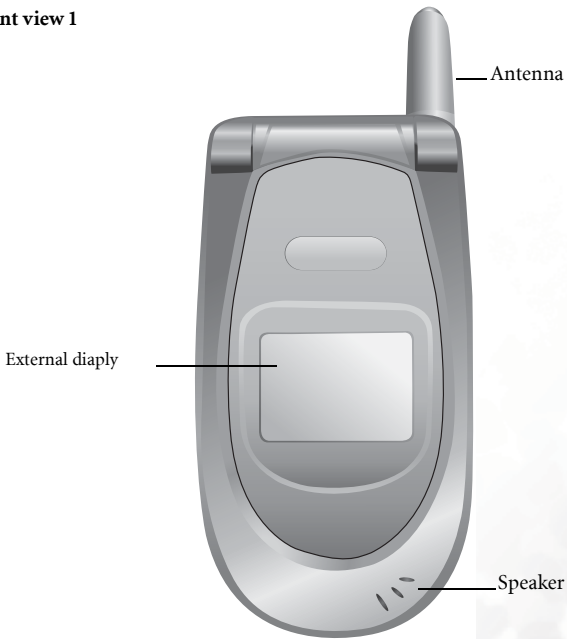
 **If you are connected to a network you do not have access to, you will still see the signal strength, but you can only make emergency calls.**

2 GETTING TO KNOW YOUR PHONE

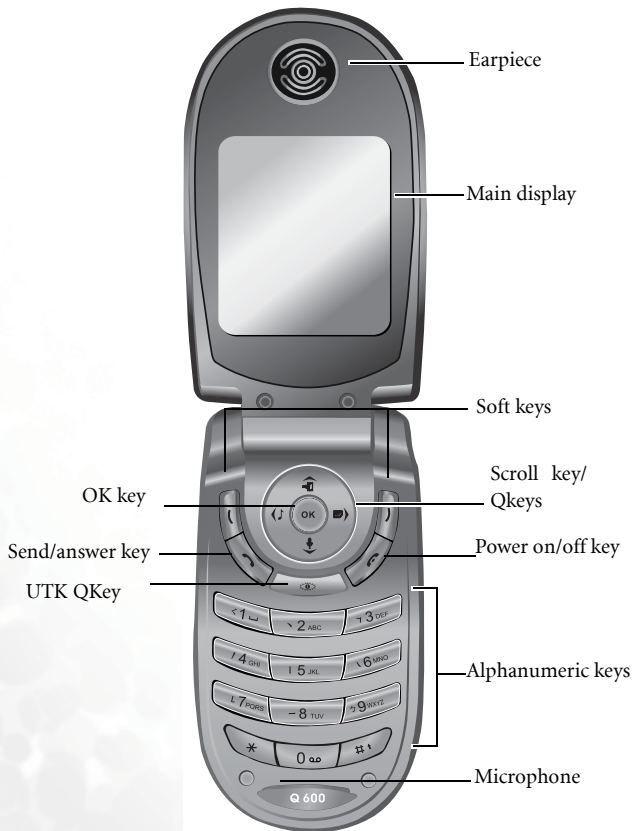
Your phone at a glance

The following illustrations show the major elements of your phone.

Front view 1



Front view 2



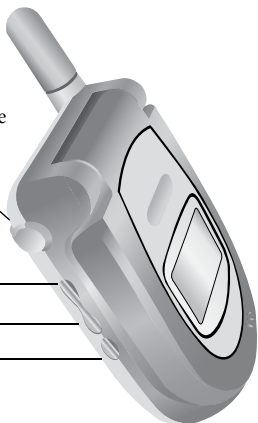
Bottom and top views

Digital camera\handsfree
headset/data cable jack

Volume up

Volume down

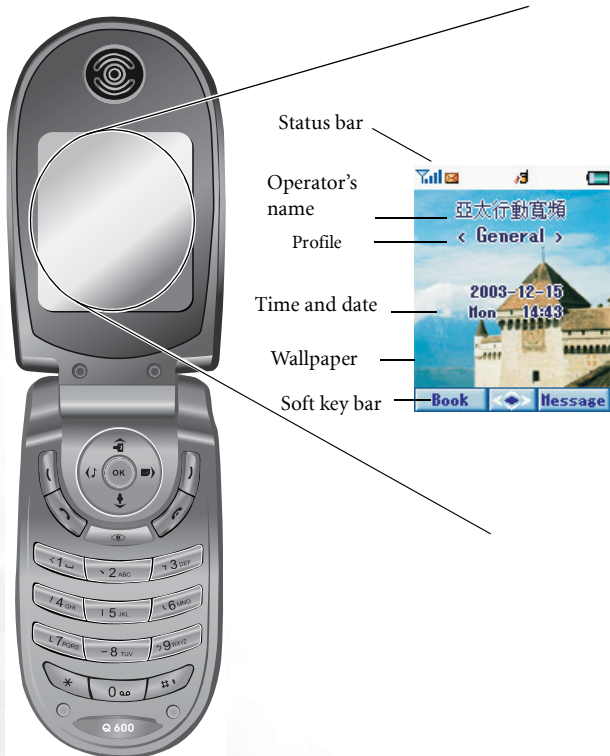
Profile access



Charger socket















Idle display

Main display





Icons in the status bar

Icons often shown on the status bar of the idle displays:

Icon	Function	Description
	Signal strength	Signal strength of the network. The more the bars displayed, the stronger the signal.
	Short message	Receiving a short text message or having unread messages.
	Message Full	Message memory full. You need to delete some messages to clear out space for new ones to come in.
	Voice Mail	There is voice mail. Long press  to access your voice mail box.
	Battery status	Battery power level: the longer the blue color bar, the more the battery power. Full blue color bar: full. No bars: Recharging immediately. The icon scrolls during charging until the battery is full.
	Alarm clock	The alarm clock is on. To set the alarm, go to menu: Tools → Alarm Clock
	During a call	You are on a phone call.
	Roaming	When your phone is connected to a foreign network, this icon will appear.
	Ring	Your phone will only ring when there's an incoming call.
	Vibrate and ring	Your phone will vibrate and ring when there's an incoming call.
	Vibrate	Your phone will only vibrate when there's an incoming call.
	Vibrate then ring	Your phone will vibrate first and then ring as well when there's an incoming call.
	Ring off	Your phone stays mute when this icon appears.

Using the keys

 In this user guide, “long press” means “pressing and holding a key for about 2 seconds,” while “press” means “pressing and releasing a key immediately.”

 The lists below are intended to introduce the most commonly used functions of each key. Refer to related sections of this user’s manual for information on other key commands.

Functional keys



Main keypad








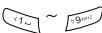
The keys on the main keypad control how you use a great variety of your phone’s features.









Your phone beeps with key presses on the keypad. To activate/deactivate the keypad tone, go to menu: Profiles/ Options to edit Keypad tone.




From the idle display

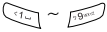
Key	Commands and functions
	Power on/off key <ul style="list-style-type: none">• Long press to switch your phone on/off.• Press to reject incoming calls/cancel a call to be dialed.
	Answer key <ul style="list-style-type: none">• Press to send or answer a call.• Long press and your phone will automatically call the number last dialed.• Press to access the list of last missed/dialed/received calls.

Key	Commands and functions
	<p>OK key</p> <ul style="list-style-type: none"> • Press to open up the main menu showing the first main menu item. • Long press and the main screen will black out as a mirror.
	<p>Right soft key</p> <ul style="list-style-type: none"> • Press to access your message (as Message shows). • Press to go back to the previous directory. (as Back shows). • Press to delete digits entered one by one, long press to delete all digits entered. (as Erase shows).
	<p>Left soft key</p> <ul style="list-style-type: none"> • Press to access the PhoneBook list menu (as Book shows).
	<p>UTK QKey</p> <ul style="list-style-type: none"> • Press to start APBW Extended Service.
	<p>Scroll Quick key</p> <ul style="list-style-type: none"> • Scroll right to access Calendar. • Scroll left to access Profiles menu. • Scroll up to access QKey List. • Scroll down to access Games.
	<p>Asterisk key</p> <ul style="list-style-type: none"> • Press to enter “*”.
	<p>Voicemail key</p> <ul style="list-style-type: none"> • Long press to dial Voice Mail number (Default: 777.)
	<p>Alphanumeric keys</p> <ul style="list-style-type: none"> • Press to enter phone number digits. • Personalized speed dial key: Long press to dial the phone number the key represents.




Key	Commands and functions
	<p>Side up key</p> <ul style="list-style-type: none"> Press to volume  up and  to volume down in idle mode.
	<p>Side below key</p> <ul style="list-style-type: none"> Press to see current profile when flip is not open. When profile shows on outer screen, you can use  (side up key) to choose profiles and then press  again to confirm.

In the menus








Key	Commands and functions
	<p>OK / Scroll key</p> <ul style="list-style-type: none"> Press to select the highlighted option/ activate the desired feature. Scroll to control highlighted bar/cursor on screen. Executes various commands shown at the bottom left of the display.
	<p>Left soft key</p> <ul style="list-style-type: none"> Press to choose options. Press to start editing text.
	<p>Right soft key</p> <ul style="list-style-type: none"> Press to go back to previous option.

Key	Commands and functions
	<p>Alphanumeric keys</p> <ul style="list-style-type: none"> • Press the key to highlight the desired option whose position in the menu matches the number the key represents. • Long press the key to access the desired option whose position matches the number the key represents. • When viewing your PhoneBook, press the number key that matches the first letter of the desired contact's name the appropriate number of times to highlight the contact.

During a call

Key	Commands and functions
	<p>Power on/off key</p> <ul style="list-style-type: none"> • Press to end a call. • Press to return to the previous menu level while moving around the in-call options.
	<p>Answer key</p> <ul style="list-style-type: none"> • Press to hold an active call/resume a held call. • Press to switch between active and held calls.
	<p>OK key</p> <ul style="list-style-type: none"> • Press to select the desired in-call menu option.



Input mode

Key	Commands and functions
	Power on/off key <ul style="list-style-type: none">• Press to abort input and data entered and return to the idle screen.
	Right soft key <ul style="list-style-type: none">• Press to delete digits.• Long press to delete all digits at one time.
	OK / Scroll key <ul style="list-style-type: none">• Press to confirm text/data entered.• Scroll to control the cursor on screen.
	Pound key <ul style="list-style-type: none">• Press to shift among input modes.• In iTAP and ABC modes, long press to shift between upper case and lower case.
	Asterisk key <ul style="list-style-type: none">• Press to have symbols menu. Scroll  to select the symbol you want, space included. Then press  (OK) again to insert your selection.

Alphanumeric keys

Following is a list of the alphanumeric keys and their corresponding characters and symbols in the idle mode and ABC input:

<In idle mode>




Key	Number	Key	Number/Symbol/Function
	1		7

Key	Number	Key	Number/Symbol/Function
	2		8
	3		9
	4		0 . Long press to enter voice mail
	5		*
	6		# T (long press after entering a phone number)

<ABC Input>


Press each of the following keys the appropriate number of times to get the character you want.

Key	Characters
	1, space (long press)
	A B C 2
	D E F 3
	G H I 4
	J K L 5
	M N O 6
	P Q R S 7
	T U V 8
	W X Y Z 9


Key	Characters
	0
	symbol table, @ (long press)
	shift input mode

Menu Navigation

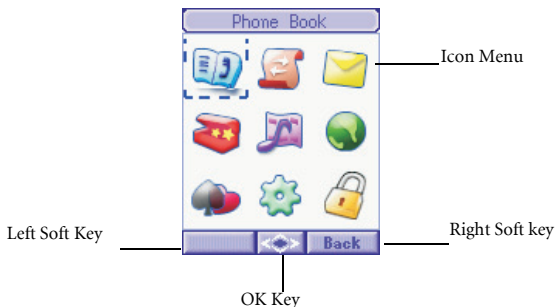
A wide range of your phone's features are arranged in menus and submenus, using a common approach for selection, change and cancellation.

 For details of the usage of each menu item, please refer to "Menus" on page 38.

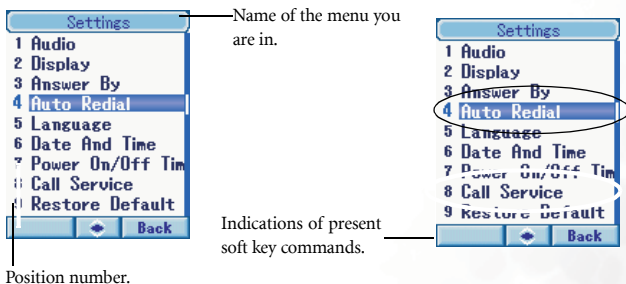
Entering the main menu

To enter the main menu, first you must open the flip to show the idle main display. Press  to open the main icon menu.

Main menu layout





Submenu layout







3 USING YOUR PHONE

Making a phone call


To make a call using your phone, open up the flip and check your phone is powered on showing the idle display. Dial the desired number using the alphanumeric keys . Press  (**Send**) to send your call.



During a call, you can still use the side keys to scroll on your PhoneBook list to find other contacts.

To delete a wrong digit, scroll  to move the cursor to the right of the digit and press  (**Erase**). To remove all the digits you entered, long press  (**Erase**), or simply press  to return to the idle display.


Ending a phone call

Press  or close the flip to hang up an active call. The display shows the total call time as well as the number or PhoneBook name of the person you just spoke with, and returns to the idle mode.



The display will show the PhoneBook name of the person you spoke with only if he or she is a contact stored in your PhoneBook.



If you have more than one call on the phone (for example, one active and one on hold), pressing  or closing the flip.

Answering a phone call

When a call arrives, your phone rings or vibrates with the display showing the caller's number or name (Network support dependent). The name is displayed according to the data in your PhoneBook.





- If the caller is a member of a particular caller group, the display will show the group's default image to help you identify the caller.
- If you have assigned an image/photo to a contact in your PhoneBook as her visual caller ID, the display will show the contact's image/photo when she calls you.

Depending on whether your phone's flip is open or closed, you can do one of the following to answer the call:

- If the flip is closed you can open up the flip to answer the incoming call.




Opening the flip won't answer a call if the active flip feature is disabled. To disable the active flip feature, go to the menu: Settings → Answer By, and select Any Key or Send Key.


- If the flip is open press  to answer. Alternatively, you can press  (Options), and select **Answer** to connect the call.

Rejecting an incoming call


If you receive an incoming call you do not want to answer and you are not in another call, you can do one of the following:

- If the flip is open, simply press  to reject the call.



Redialing the last number

Long press  and the last number dialed will be listed on first of your call logs. This feature allows you to call the lastest numbers you dialed without keying in the whole number again.

Making an emergency call






To call the emergency services, enter 112 (the international emergency number) and press  to make the call. You can make an emergency call even if your phone is locked, cannot register to a network, or there is no UIM card inserted as long as you are within the coverage of the type of network used by your phone.

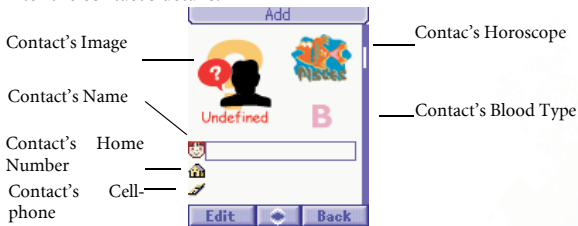
Dialing an extension number




After you enter the telephone number, long press  and a “T” will show after the number you just entered. Enter the extension number and press  to make the call.

Your PhoneBook




Saving new contacts to your PhoneBook




1. From the idle display, enter the phone number you want to save and press  (**Options**) and choose **2 Save**; then press  (**Ok**). You can save this new contact in **UIM Book** or **PhoneBook**.
2. In PhoneBook memory, scroll  and press  (**Edit**) to each item then press  (**OK**) edit the contact's details.
3. Enter the contact's details:









The contact's image file: Assign an image/photo to the contact to create a visual caller ID for the contact's incoming calls. When this item is highlighted, press  (**Edit**) to make selections. Scroll  right and left to the image/photo you want and press  (**OK**) to save the image/photo.


When the contact's call comes in, the display will show the selected image/photo.


The contact's horoscope: Scroll  right and left to choose a horoscope and scroll  down to move to next item or press  (OK) to save.

The contact's blood type: Scroll  right and left to choose a horoscope and then scroll  down to move to next item or press  (OK) to save.


The contact's name: press  (Edit) to enter contact's name. When finished, press  to go back to next item.

The contact's number: You can change the number by pressing  to enter and  (change) to change, or pressing  to select the number's type and then press  again to go to the next item.




Select a caller group for the contact: When this item is highlighted, press  (Edit) to choose the caller group. When the contact's call arrives--and no image/photo is set for the contact as her visual caller ID--the display will show the default image of the contact's caller group.



4. Finally you must press  (OK) save the contact to your PhoneBook.

Finding contacts in the PhoneBook

From the idle display press  (**Book**) and the display will display the names of the contacts stored both in your PhoneBook and UIM card.




You can find the contact you want in two ways:





- Use  to scroll through the names (listed in alphabetical order) until the one you want is highlighted.
- Press the number key that matches the first letter of the name you want the appropriate number of times. For instance, if the name starts with “K” press  twice for “K”. The names starting with “K” will appear with the first one highlighted. Press  to scroll to the name you want. When the desired contact’s name is highlighted, you can do one of the following:

- Press  (**Answer key**) to dial the number.
- Press  (**Edit**) to view the contact’s details.




Last missed, dialed, and received calls

There are two scenarios in which you can review the most recently missed, answered and dialed phone numbers as well as the time and date information associated with the calls:





- 1) If for any reason incoming calls were not answered, a missed call message along with the number of calls will appear to remind you. Press  and the most recently missed calls are displayed first.
- 2) In idle mode, you can press  (**Send**) to access the list of last missed/dialed/received calls. Scroll  through the list and highlight the call you want.

  is displayed next to a missed call,  next to a dialed call and  next to a received call.



When a missed/dialed/received call is highlighted, you can do the following:

- Press  (**Answer Key**) to redial the phone number.
- Press  (**OK**) to display the date and time and frequencies of this call. (If the number is already stored under a PhoneBook contact, the contact's name will be displayed as well.)
- Press  (**Option**) and save the number to your PhoneBook in the same way as described on page 21. Or to delete the number.



In-call menu

Your phone provides an in-call menu which is made up of a number of control functions that you can use during a call. By pressing  (**Options**) during a call the following in-call menu will be available. Press  up and down to scroll the menu and press  (**OK**) to access a highlighted option; press  to leave a selected option and return to the previous menu.


Mute

Mutes the microphone so the person you are speaking with cannot hear your voice. “**Calls muted**” appears when this mode is on. To unmute the microphone, press  (**Options**) to enter the in-call menu again, scroll to highlight the **Unmute** option, and press .

Volume

Press to enter. Scroll  up and down or press  side key to control the volume.




Scheduler

Press  (OK) to enter and check your events.

Scratch Pad

The number you entered during a call is stored here. You can choose to save it to Phook Book.


The silent profile

You can press side below key  to enter profiles options both in flip open and off mode. Press  several times to access the profile you want. When there's an incoming call, you can press  (**Right soft key**) to activate the silence profile to mute the ringtone.


Quick Access








The **Q.Acc** (Quick Access) menu is a list of the most commonly used features from the various menus in your phone. You can use the Quick Access menu as a shortcut to take you straight to these features.




1. From the idle main display scroll up  (**Q. Acc**) to display the Q.Access menu. The menu's default features are as follows:


No.	Option	Functionality
1	Profiles	Selecting and setting profiles.
2	MissedCalls	Displaying the list of missed calls.
3	Compose Msgs	Composing a new message.
4	Find Record	Displaying all call logs.
5	Alarm Clock	Setting alarm clock.
6	Scheduler	Editing your schedule.
7	Calculator	Displaying calculator.
8	Games	Accessing the games.
9	Quick Msg	Listing ready messages.


 **The default Q.Access menu may vary from market to market.**


2. Scroll  (up and down) to access the menu and press  (OK) to reach a highlighted option. To exit from a Quick Access option or operation, press  (**Back**).
3. You can also use the alphanumeric keys  ~ , and press  to enter the item or  (**Replace**) to replace the options. Each of these 9 keys matches a particular function. Use the keys in two ways:


a. Press a key to highlight the matching option, and press  to access the option.

b. Long press a key to access the matching option directly.

4. Scroll  down to reach Games list.

5. Scroll  right to access Canlendar.

6. Scroll  left to Profiles options.

7. Press eye key  to access WAP service.

 **You can also select profile simply by pressing side key .**

4 INPUT MODES



You can select a text input method whenever you need to add or edit text, for example:


- Write short messages.
- Store names and numbers in your PhoneBook.
- Jot down notes in the Calendar feature, etc.

Changing the text input mode

Your phone provides different text input modes that you can use in combination or separately to enter text. Whenever the display displays a text box where you can enter text, you will see a soft key label at upper right of the display showing the text input mode you are in.

There are 2 ways to change the text input mode:

1. Press  to switch input modes you are using.
2. Press  to erase the errors of the text you don't want.

For example, to change text input mode when you are writing a message, press  repeatedly until the label at the bottom center shows the mode you want to use. Your phone is preset to enter your message using **iTAP**, which is your phone's predictive text input mode, and enter numbers using **123**, which is a numeric mode to input numbers only.

iTAP





iTAP is the predictive input system which analyzes letters as they are being typed to come up with the right words, making text entry quick and easy. iTAP is an efficient alternative to the traditional multi-tapping input, which requires you to press a key several times for an appropriate letter.



Features of iTAP






- Just one key press per letter; no multi-pressing for entering letters.
- Comprehensive word database including common names.


- Widely used punctuation and symbols included.

Instructions for using iTAP

- Press the alphanumeric key once that relates to the first letter of the word you want, without having to consider the order of the alphabets shown on the key. Press the key that relates to the second letter of the word and so on and so forth. Your phone then looks at the combination of letters you have entered, and predicts what your word is. The word that your phone predicts appears along the bottom left of the display. Accordingly, the word changes as you type letters--disregard what's on the display until you enter an entire word.
- If the word displayed is not the one you want when you have entered all the letters in the word, scroll  left and right through the other word candidates until the one you want appears.
- Long press  to shift between uppercase and lowercase.
- Press  (OK) when the correct word is displayed at the bottom left. The word will then appear in the text box followed by a space.
- In the text, scroll  left and right to move the cursor to the insertion point of the next/previous character.













 **If you only have one line of text, scroll  (up and down) will move the cursor to the beginning/end of the line.**

- If you type a wrong letter, press  to move the cursor to the right of the letter and press  to delete it; long pressing  deletes all text.
- Press  to confirm text you have entered. Alternatively, while entering text you can press  to abort anytime and return to the previous page. All the text previously entered will then be lost.


 **If the word you want to enter is too long, you can enter part of this word and long press “0” and select the one word you need.**


Demo of iTAP

To enter “Come home.” on the message editor display:

1. Press  to access the message editor display. iTAP Input appears as the default text input mode.
2. Press  for the upper case “C”. Then press    for lower case “o” “m” “e”.
3. Long press  to put “Come” in the text box.
4. A space automatically appears following the word “Come”.
5. Press     for “home”.
6. “good” isn't the word you want, so scroll right  for the next candidate “home”.
7. Press  to put “home” inside the text box.





ABC

If iTAP doesn't provide the word you want, you can press  to switch to the ABC mode. In the ABC mode, each alphanumeric key has a number of different characters assigned to it. When you press the same key several times, you scroll through the assigned characters.






 Please see “Alphanumeric keys” on page 14 for a listing of the alphabets and symbols represented by each key in the ABC Input.

Tips on using ABC input:




- To enter a word you must press an appropriate key the correct number of times to get the letter you want. Follow the order of the letters shown on each key to enter letters. Press once to get the first letter shown on a particular key, twice for the second letter, and so on and so forth.

- When you have entered a letter and want to enter the next one, you can wait for about two seconds until the cursor moves to the insertion point of the next letter, or simply press a key immediately to enter it.
- Long press  to shift between upper and lower cases.
- If you type a wrong letter, scroll  to move the cursor to the right of the letter and press  to delete; long pressing  deletes all text.



For example, to enter “Love”:

1. Press  three times for “L”.
2. Long press  to shift to lowercase.
3. Press  three times for “o”.
4. Press  three times for “v”.
5. Press  twice for “e”.

SYM

This is an input mode to enter symbols only. Press  to enter the SYM input the punctuation and symbols will appear along the bottom of the display. Scroll  to highlight the symbol you want to insert and press  to confirm.

123

This is a numeric input mode that allows you to enter numbers using the alphanumeric keys  ~ .

 Long press  to insert “@” in any input mode.

5 MOBILE INTERNET*(OPTION)

Your phone supports WAP (Wireless Application Protocol) technology and enables you to log on to the mobile Internet on CDMA networks, so you can browse various on-line services available from your service provider, for example, financial, sport, travel, and entertainment information.

Logging on to the Internet

You can launch your phone's browser and start a mobile Internet session in two ways:

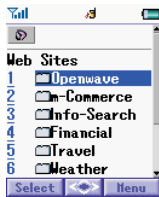
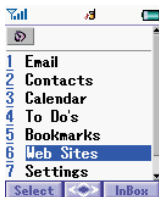
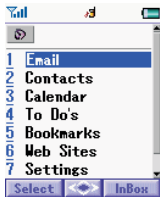
1. From the idle display press  (**Center QKey**) to enter Extended Service. Choose 1 **Browser** and press  (**OK**) to enter.








When you first start the WAP browser, on the display you will see the greeting screen on the right:




Surfing the Internet


After you log on successfully, the homepage you connect to will appear on the display. Use the following keys to navigate through web pages:




- Scroll  up and down to move the highlight cursor on the web menu.
- Press  (OK) or  (Select) to enter the item you choose.
- Press  to return to the previous page.
- Press  (abc) to choose input mode list. Scroll  to make selection.
- Press  to scroll page up and down when a web page is longer than the screen high.





 **The Internet service you subscribe to determines the layout and information that appears on the display. Accordingly, actual scenarios of Internet surfing may differ from the ones described above.**

Logging off the Internet

Long press  to terminate your Internet connection and close the browser.

Using the browser menu

When you browse web pages, long press  to access the browser menu, which contains the options below. Use the following ways to browse the menu:

- Scroll using  and press  or  (OK) to select, or simply press the matching number key for the desired option.
- To return from the current browser menu to the previous screen or web content, press .

The browser options are:

1 Home

Go back to the homepage. To specify a homepage, go to: **9 Settings** → **1 Homepage**.

2 Exit

Select to quit browser and log off the web services.

3 Bookmarks

You can open the bookmark list to choose a web bookmark.

3.1 View

View all the current bookmarks.

3.2 Mark Site

Bookmark the current website you are viewing.


4 Snapshots

Save the current webpage to handset for offline browsing.

5 Save Items

When you browse the pages containing a downloadable image, you can select this option to save the image in your phone.

6 Go To URL

Key in the URL you want to go to, then scroll to **GO** and press  (**OK**) to access it.

7 Show URL


Show the URL of the page you are viewing.

8 Reload

Reload the current web page.

9 Settings

You can enter this menu to choose from the following settings:

 **Please contact your service provider for details of the following settings.**

9.1 Homepage

Specify a homepage. The homepage you specify is opened every time you use WAP service or select **Home** from the browser menu. However, some network service providers do not allow the user to specify the homepage.

9.2 Scroll Mode

You can choose between two scroll modes: block or smooth.

- **Block mode:** as many of the words that fit in a line are shown for a few seconds, then the next line is shown, then the next and so on.
- **Smooth mode:** the content scrolls smoothly on the display.

You can also adjust the scroll speed.

9.3 Send Referrer

You can turn on or off the http send referrer header.

9.4 Key Press Timeout

This option sets the amount of time the phone waits during text entry, before automatically advancing the cursor to the next entry position. As long as the same key is re-pressed within the Key Press Timeout, the character cycles between all the choices for the key. The Key Press Timeout is adjustable.

9.5 Set Proxy

Each proxy number represents the setting data of a WAP server. There are three different WAP servers available in your phone. Here you can select a proxy number that represents the server you want to activate as the default server. Your phone connects to the default server during an Internet session.

9.6 Circuit Prompt

The Circuit Prompt is a message displayed before each circuit data call is made. It reads “Circuit is down. Start data call?”. You may enable and disable it by selecting ON or OFF.

9.7 Security

9.7.1 Secure Prompt

The secure prompt message shows up before you leave a secure area. It says “Entering a non-secure area. OK?” You may enable and disable the option.

9.7.2 Current Certificate

Shows the current certificate.

9.7.3 CA Certificates

A certificate is a digital ID. It is issued by a trusted third party known as certificate authority (CA). The phone uses CA certificates to authenticate websites that send information to the phone.




9.7.4 Authentication

You can decide whether your phone should remember your user name and passwords for websites that require them. If you set your phone to authenticate you automatically, you do not need to re-enter your user name and password the next time you visit the same website.



6 MENUS

Your phone's menus cover a wide variety of features. The main menu is made up of 9 images. Each represents a specific menu consisting of related submenus.

Navigating the menus




1. You can use the scroll key  to move from one icon to another. Press  (OK) to enter the sub menu.
2. In the sub menu use the same way to choose and enter each function.
3. Press  (Back) to abort a selection/operation and return to the previous menu or screen.

For example, when you want to set Date And Time:

1. Press  (OK) to enter main screen and scroll  to



Settings icon 


2. **In the Settings list** scroll  to **6.Date And Time** and press  (OK) to enter.
3. There are four options here. Choose the one desired and press  to do further settings.

PhoneBook



The **PhoneBook** menu allows you to view your PhoneBook. You can also add and delete entries of PhoneBook contacts.

Find

Searches for a contact saved in your PhoneBook. Enter the full name or just the first letter(s) of the contact you are looking for unsure of spelling and press  (OK).

Add to UIM

Adds a new contact to the UIM card. This information will be stored in your UIM card memory. You can add a new contact's entry in the same way you edit the information of an existing contact in your PhoneBook..

Add to Phone

Adds a new contact to the **PhoneBook**. This information will be stored in your Phone memory. You can add a new contact's entry in the same way you edit the information of an existing contact in your PhoneBook.

Caller group

A caller group is a group of phone settings that you can select to identify a particular group of contacts, such as work colleagues, family members or friends. For example you can choose a special ring tone for one group which will sound when a member of that group calls.

Add New

You can add new caller group and name it here.










In each group you will see Membership, Light, LED, Voice Call, Ringtones and Call Picture six features. Press  to edit.










You can also see Family, Friend, Co-workers, Classmates, Blacklist, Other six caller groups on this menu.

Speed Dial

You can assign the number key  ~  as a speed dial key for any phone number stored in the PhoneBook. A long press on a speed dial key from the idle screen will automatically dial the phone number that the key represents. For example, if  is set as a speed dial key, long press  to make the speed dial of the phone number which is linked to .

In this option you will see the list of entries 1~9, which represent keys  ~  respectively. You can choose a number key as the speed dial key for a phone number by selecting the entry that represents the number key you want.

For example, If you want to choose  as the speed dial key for a particular phone number:

1. Scroll to highlight entry 2 and press  (**OK**) in key assigning menu.
2. When in Name list menu, move the highlight to select the contact desired and press  (**OK**) to browse the record.
3. In the record, move the highlight to the number you want and press  (**Select**) to assign it to entry 2. The list of entries will appear again with entry 2 showing the call type and contact name of the selected number, indicating that  has been chosen as the speed dial key for the number.
4. If you want to set up more speed dial keys, you can repeat the steps above. If you want to change  back to a general number key, select entry 2 again and press (**Erase**). The entry where the number was previously stored will become empty again.
5. When you have finished, press  (**BACK**) to exit the entries menu.

Key Mapping

Enter the entry list of key mapping of speed dial.

Activation

To activate or deactivate the speed dial function.

Copy

Your phone has two memories where you save details of PhoneBook contacts: your UIM card memory and your phone memory. This feature allows you to copy or move your PhoneBook contacts between UIM and phone memories so that you can take them with you if you change phone. You can copy your PhoneBook contacts to a different memory one entry at a time or copy all the contacts stored in one memory to another memory.

Phone to UIM

Copy or move PhoneBook entries from the phone memory into the UIM memory.

Single

Copy or move a single PhoneBook entry from the phone memory to the UIM memory. You can choose to keep the original file or simply move this file to UIM.

All

Copy or move all PhoneBook entries from the phone memory to the UIM memory. You can choose to keep the original file or simply move this file to UIM.

UIM to phone

Copy or move PhoneBook entries from the UIM memory to the phone memory.


Single

Copy or move a single entry from the UIM memory to the phone memory.

All

Copy or move all PhoneBook entries from the UIM memory to the phone memory.



If the target memory does not have enough capacity for all of the entries to be copied, the screen will show the number of available entries indicating only the displayed number of entries can be copied. For example, if you want to copy totally 40 entries to the phone memory where only 32 entries are available, your phone will show “32 available, copy?”. If you press  (OK), your phone will simply copy the first 32 entries to the phone memory.

Erase

You can delete data of PhoneBook contacts



You can choose to *Erase Single Record*, *All In UIM*, or *All In Phone*.

Status

You can check both your UIM and phone memory usage status here.

My number

You can input your phone number here as a reminder here. Your phone can still function well without the input of your phone number.

Call Logs



 **Network support dependent.**

This menu contains lists of the calls you missed, sent and received, as well as records of call cost and duration.

All

Displays all of the last missed/received/dialed calls. Scenarios are the same as described in the section "Last missed, dialed, and received calls" on page 23.

Missed

Displays the last missed calls.

Scenarios are the same as described in the section "Last missed, dialed, and received calls" on page 23.

Received

Displays the last received calls.

Scenarios are the same as described in the section "Last missed, dialed, and received calls" on page 23.

Dialed

Displays the last dialed calls.

Scenarios are the same as described in the section "Last missed, dialed, and received calls" on page 23.

Call Timers

Keeps records of your **Last Call, Incoming Calls, Outgoing Calls All Calls**, and of course you can choose to **Reset All**.

Erase Logs

Here you can choose to erase **Missed, Received, Dialed**, or **All** calls.

Messages



You can use the following message features to keep in touch when you can't make a voice call, or when you only want to convey a short, simple message.

Inbox

Here you can view the messages you have received recently.

The screen will show entries of last received messages, each entry displaying the respective sender's phone number. (If the sender is a contact saved in your PhoneBook, the screen will display the sender's PhoneBook name rather than the number). The icon to the left of a message entry indicates whether the message has been read (📧) or not (📧). Scroll to highlight the message entry you want.



If you want to erase all of the received messages from your UIM card, you can scroll down to the end of the message list and select Delete all to erase all the received messages.

Having read a message, press (Options) and choose from the following options to handle the message:

Reply

Press to enter and compose reply message.

Forward


Press to enter and dial the number you want to forward or press to choose the number from the PhoneBook. Then press to confirm and to send the message.


Save Address

You can choose to save this number in your UIM Book or PhoneBook.


Erase



You can choose to erase the message here.

 **For how to edit a message using the available input methods in your phone, see "Input Modes" on page 28.**

When you have finished a message, press  (OK) and choose from the following options:

Save

Press  (OK) to save the message to the **Draft**.

 **When a new message arrives it is stored on your UIM card. If your UIM card has no room available for storing the message,  will flash, and the network will hold the message until you make space for it by deleting another message from your UIM card.**

Multi-Address

You can send the message to a group of people selected from your PhoneBook and a new number at the same time.

Priority

You can set the priority of the message here.


Signature

You can edit your signature that will be attached in the last of your outbox messages here.



Save Mode



You can choose to **Auto Save**, **Prompt Save** or **Not Save** to determine the message to be deleted or not after they are sent successfully and stored in Outbox.

Compose

This feature allows you to write a new message. When you have finished writing your new message, press  (**OK**) to choose to send or save the message. Options are the same as those for **Edit** in the **Inbox** menu. See page 45.

Outbox

This feature allows you to read the messages you previously sent. Upon entering this option, you will see the entries of the last saved messages. The icon to the left of an message entry indicates whether an outgoing message has been sent () or not (). Scroll to highlight the message entry you want.

When the desired entry is highlighted, press  (**VIEW**) to read the message. After you read the message, press  (**Option**) to manage the message using the options similar to those for **Inbox**.

Status

You can check the sending status of message here.

Send Again


You can send this message again here.


Erase


You can choose to erase the message here.

Quick Msg

You can write a message using the message templates (called Quick Messages) stored in your phone memory.

- To write a message using the factory preset templates:
 1. Press the up/down keys of  to scroll to the message template you want to use.

2. Press  (OK) to choose from the following:


- **Send:** You can send the message template in the same way you send a message. See options for **Edit** in the **Inbox** menu.
- **Edit Context:** You can modify the message template into the message that you want to send. When you have finished, press  (OK) and choose to send or save the message. Options are the same as those for **Edit** in the **Inbox** menu.



Draft




The unsent messages you compose can be saved here. You can reedit it before sending it.

Voicemail

You can call the voice mailbox provided by your operator and listen to the voicemail left by a caller.

 **Your network operator provides your voicemail box number as well as the numbers for accessing other voicemail services they have. Please check with your operator for details of their voicemail services and see if you need to set up your voicemail box by saving particular numbers to your phone.**

 **Voicemail is to store the notification of the voicemail stored in the operator server. “No Voice Messages” will pop up if there’s no notification comes in. You can check the number of voice message or dial to listen to them by pressing left soft key .**

To listen to the voicemail simply press  (**Call**) and your phone will automatically dial your voicemail box number for you. Press  (**Back**) to return to the previous screen if you don’t want to call the voicemail box, then the voicemail icon () will appear on the screen.

You can also set up a number key as a speed dial key for your voicemail box number. For how to set up a speed dial key, see **Speed dial** on page 40.

Broadcasts

Cell broadcast messages are the general messages that your network operator broadcasts to all phones in a particular area. These messages are broadcast in numbered channels. For example, channel 014 might be for local weather, 015 for traffic reports, 039 for information of local hospitals, taxis, pharmacies, etc., and so on and so forth.

You can receive cell broadcast messages that your operator broadcasts to you, and choose preferred subjects and languages.



Please contact your operator for a list of available channels and the information they provide.

Settings


Activates, deactivates or only by selecting the cell broadcast service.

Service Table

Here you can view the services that you want your operator to broadcast to you regularly. The name of the subject and the information will be displayed on the screen.

Add Service

If no subjects have been saved before, you can enter a new subject here. Enter the subject code which is available from your operator followed by a name that you create for the subject. The name you enter will serve as a reminder of what the subject is about. For example, if the subject is about weather, you can enter “weather” for the subject.

Once the list has subjects stored in it, you can select a subject you want from the list and press  (**Options**) to choose to edit the information of the selected subject, or remove the selected subject from the list (**Erase**).

Erase All





You can choose to Erase All messages in one go here.


Chat Room.

You can engage in a peer-to-peer chat session by writing short messages to another mobile phone user. This feature allows you to have a continuous text conversation with someone without having to key in the number of the recipient each time you have something new to say. The text conversation is recorded so you can review what has been said in the chat session.

Starting a chat session


There are two ways of initiating a chat session.

1. You can come to this **SMS Chat** menu and select **Start Chat** to open a chat session. Follow the steps below to start a chat session:
 - a. Enter the nickname you want to use during a chat session.
 - b. Enter the phone number of the person you want to chat with.
Alternatively, when asked to enter the number, you can press  (**Book**) to select a PhoneBook contact as your chat partner. Scroll to highlight the desired contact and press  (**OK**) to access the details of the contact. Scroll to highlight the number you want to use and press  (**OK**) to enter the number.
 - c. Write your message. When you have finished, press  (**OK**) to send the message to invite the recipient to a chat.
 - d. When the chat message has been sent your nickname followed by the sent message will appear on the screen as “name>>message”.

You can enter the next chat message and press  (OK). The message will automatically be sent to the person you sent the first message to. Repeat the same process to send more messages to the same person.

Receiving a reply to your chat message




When your phone receives a reply from your chat partner, the screen will show your partner's name and message, followed by the previous message(s) you sent. You can now talk with your chat partner by entering

what you are going to say and press  (OK).


Your words will automatically be sent back to your chat partner. You can continue the chat session by repeating the same process. All of the text conversation will be displayed on the screen.

Receiving a request for a new chat

When your phone receives a chat request from another person, a dialogue box pops up on the screen asking if you want to join the chat. Follow the steps below to reply to the chat message:

1. Press  (OK) to view the chat message. The screen shows the name of the sender followed by her message as “name>>message”.
2. Press  (Options) and select “Reply” to join the chat. Enter your nickname and message and press  (OK) to sent your message. The screen will show your name and message followed by your partner's the previous message.

Leaving a chat session

If you want to leave a chat session, press  (Options) and select “End.” to leave this session. This will take you back to the **SMS Chat** menu.

If you want start a new chat, go to the **SMS Chat** menu, and select **Start Chat**.

When you are interrupted by an incoming call during a chat session

1. Answer the call. Upon ending the call, the screen returns to the idle mode. Then you may resume the chat session by selecting **Continue Chatting** from the **SMS Chat** menu.
2. Reject the incoming call and continue the chat by selecting **Continue Chatting** from the **SMS Chat** menu.

Tools

This menu has the following features to bring convenience and enjoyment to your wireless life, including the alarm, stopwatch, hour minder, calculator, games, etc.

Browser

You can choose Start Browser and Set Homepage URL here.

UIM Toolkit

Your network operator provides this UIM Tool Kit menu. Depending on your UIM card and the services provided, there will be several extra options under this menu. However, if your network operator does not offer UIM Tool Kit services, this menu will not be displayed on the screen. For details, please contact your operator.

Alarm Clock

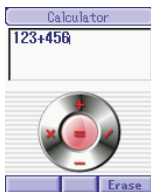
Sets the alarm to go off daily when the alarm time is reached, even if your phone is powered off. You can choose to set the alarm **Once**, **Daily**, **Weekly**, or **Off**.














Calculator

You can use your phone as a handy calculator.

Using the calculator feature






Follow the chart below to enter numbers and arithmetic symbols.



Key	Number	Key	Number/Symbol/Function
	1		9
	2		0
	3		Entering a decimal point
	4		Clearing numbers or symbols/back to previous screen.
	5		scroll left: to multiply scroll right: to divide scroll up: to add scroll down: to reduce ok: (equation)
	6		8
	7		

There are two scenarios in which you calculate numbers.

If you calculate a formula consisting of only two numbers, say, 2×5 :

1. Press  and scroll left , and then press .
2. Press  (=) to display the result as “10”.
3. Press  (Clear) to continue next calculation.


Hour Reminder

Sets the hour reminder. After you activate this feature, the phone beeps once an hour like a digital watch.

Currency Converter

Use this feature to convert currency values. Q600 provides 17 different currencies and can choose the enter the current rate.

Local Currency


Scroll  to choose your local currency.

Foreign Currency



Scroll to choose the foreign currency you might use, and then enter the current rates to your local currency you just set.

Exchange



You can put in currency amount in either your local currency or foreign currency to see the value in the other currency.

 **For example, if you want to see the money value among GBP(Great Britain Pound), USD(United States Dollar), and JPY(Japanese Yen), first you scroll to choose GBP in Local Currency. Then you enter both USD and JPY currency rate to GBP (Currency rates vary according to present stock market.)in Foreign Currency. Last when you enter Exchange, you can choose to enter local currency to convert to the other two foreign currencies, or you can enter foreign currency amounts to convert to local currency value.**

World Time




You can check out the world time by scrolling  left and right or just press  (OK) to enter to check the time list.

Stopwatch

This option allows you to use your phone as a stopwatch. Press  (OK) to start/pause the stopwatch or press  to reset/split the stopwatch.

Quick Key

You can reset a Qkey List of your own by choosing which features you want readily available.

To reset your Qkey List, just scroll  on one feature and press  (replace) to pick the desired one feature, then press  (ok) to save settings. Please refer to page 28

Scratch Pad

The number you entered during a call is stored here. You can choose to save it to PhoneBook.

Other Service

CFB (Call Forward Busy)

Forwards your call to another number or to your voice mailbox when you are busy.

CFD (Call Forward Default)

Default your incoming call to another number or to your voice mail when no one answers.

CFNA (Call Forward No Answer)

Forward your incoming call to another number or to your voice mail when no one answers.

CFU (Call Forward Uncondition)

Forward your incoming call on any condition.



CW (Call Waiting)

Put your current call on hold when there's another incoming call.

Profiles



A profile is a group of settings that determine how your phone works and sounds. A profile contains settings such as ring tone, ring volume, vibration and alert tones. You can choose from five different profiles and customize each profile to suit your circumstances. By personalizing your phone you can ensure that it will alert you in a way that best fits the environment you are in.

 In this menu you will find five preset profiles: **General, Silence, Outdoor, Headset, and Beep Once**, and three free choices of personal ones. For each detail settings, press  (Options) to enter. Refer to the table below.

Profile	Feature	Options
General	Vibration	Off Standard By Melody
	Silence	Ring Volume
Outdoor	Voice Call	30 preset melodies
Headset	Messages	10 preset message alert
	Alarm Clock	
Beep Once	Scheduler	
Personal 1	Greeting Ring	Activate Select Ring
Personal 2	Key Beep	Type Volume
Personal 3		Warning Tone
	Increasing Ring	On Off

Profile	Feature	Options
	Light	By Melody Scanning Progressing Alternating Blinking Fireworks Waterfall
	Rename	

Scheduler



The Scheduler feature is designed to make it easy for you to keep track of time and plan your day. Your phone will work as a personal secretary to remind you about the meetings or appointments you have previously scheduled.



View Calendar

In this option the calendar screen appears, showing the current month, year and weekday at the top. The current date is marked in the black box.

You can press or to jump to the previous or next month's calendar screen or by scrolling to move the black box horizontally or vertically on the screen in order to select a date. When the date you want is highlighted, press (Select) to see the event of the date:

You can also press (**Go to**) to go to some specific date.

You can press (**OK**) to view event list on a specific date.

View Event

Here all events would show in a list. You can scroll to go to any of your event to see or edit the details.

Add Event

Here you have four choices to assort your event: **Meeting**, **Call**, **Birthday**, and **Other**. You can set the date on which the event, alarm or vibrator will remind you of the things you have scheduled.

Erase All


You can erase all your events here.





Media Center

Games

Your phone comes with a selection of fun and exciting games to challenge and amuse you if you are feeling bored.

Scroll to highlight the game you want to play and press  to select from the following options:

- **START:** Selecting this option starts a new game.
- **CONTINUE:** Selecting this option resumes the previously interrupted game.
- **CONTROLS:** You can read the instructions for the game. The display will show how to play the game using particular keys.
- **RANKING:** Selecting this option shows the highest score on each level of the game.
- **OPTION:** You can adjust such settings as volume and play time for the game.
- **EXIT:** Exit from the game.

If you want to quit a game while playing, press  or .

Below are the instructions for playing each game:

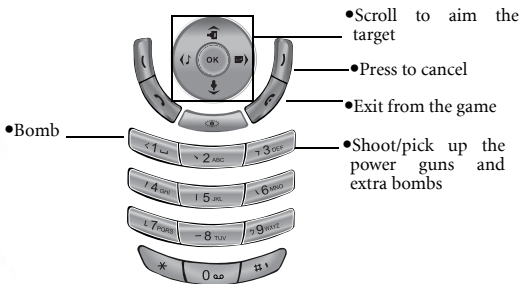
LAST GUNNER

Last Gunner




Last gunner is a shooting game. Before the enemies attack, you must clear all moving enemies using guns and bombs.

If you hit the enemy's truck in the game, You can get items like power guns or extra bombs.



Keypad control



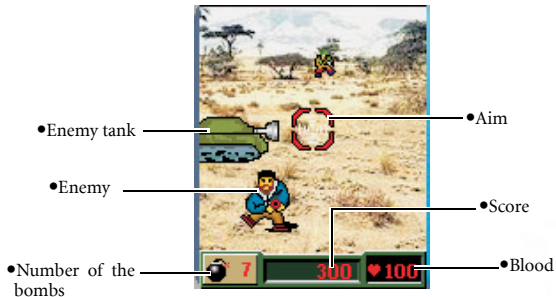
Instructions

Use  to aim the enemy you wish to shoot, then press  or  to shoot or bomb the enemy.

The bomb can destroy enemies in a wider range than the gun. However, the number of the bombs you have is limited, while you can shoot with the gun for unlimited times.

If you succeed in attacking the enemy's truck, you can usually get extra bombs or guns that can shoot wider. When you see these items on the display, use  to target the items, and press  to pick them up.

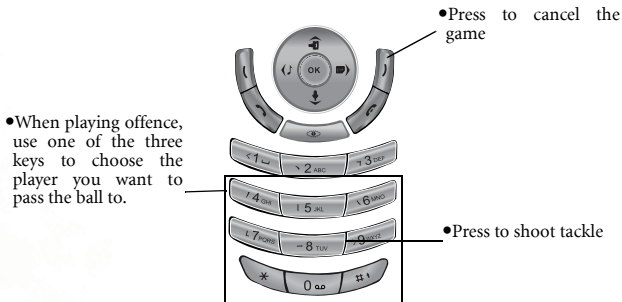
Game display



CHAMPION SOCCER

This game allows you to control one of the best 8 national soccer teams to win the World Cup.


Keypad control



Instructions

Before you start the game, go to **OPTION** and you can set the time length for the game (2, 3 or 4 minutes for half game). After choosing **START**, you can choose **World Cup Mode** or **Arcade Mode**.

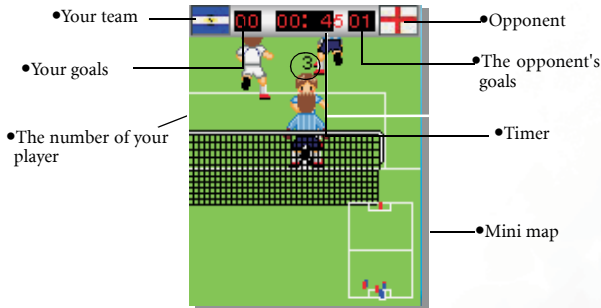
Under **World Cup Mode**, you can pick your own team, but your phone will pick out your opponent randomly. After you win a game, you face the next opponent, again picked out by your phone. Under **Arcade Mode**, you can pick your own team and your opponent, and you only play a game once. After you decide which mode to play, you will see **FIRST HALF** on the display.


Press  to start playing.

During the game, you need to control your three players on the pitch, and your goalkeeper is controlled by the phone.

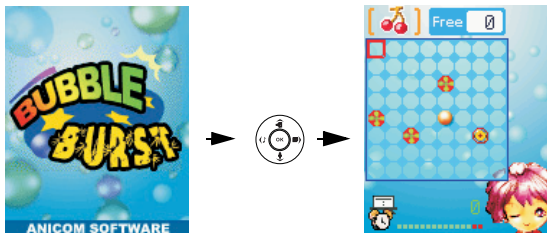
- When playing offence, use $\overline{14}$ ~ $\overline{9}$ (except $\overline{8}$) to move the players, use $\overline{1}$ ~ $\overline{3}$ to pass the ball (you can see the players' numbers on the display). When getting close to the goal, press $\overline{8}$ to shoot.
- When playing defense, use $\overline{14}$ ~ $\overline{9}$ and $\overline{0}$ (except $\overline{8}$) to move the players, use $\overline{1}$ ~ $\overline{3}$ to choose which players to move (you can see the players' numbers on the display). When getting close to the opponent with the ball, press $\overline{8}$ to tackle.

Game display



 **Champion Soccer has two modes. Arcade Mode and Worldcup Mode. Only Worldcup Mode statistics and information can be saved and scores be ranked.**

BUBBLE BURST



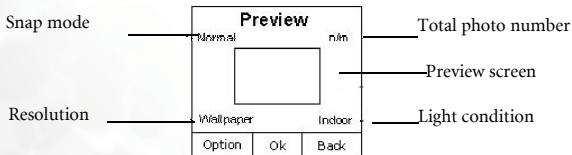
Move and line up five same bubbles in a straight line (horizontal, vertical, and diagonal. Either would do.) and the bubbles will disappear. According to different levels, the number and bubbles will increase. When the chessboard is filled with bubbles, the game is over; when you remove all the bubbles within the time limit, you win.


Digital Camera

Q600 handset has an optional external digital camera. Insert it into the handset camera jack and the Q600 can serve as a handy digital camera.

Preview Mode

In preview mode, you can see every important function as illustrated below.



There are two sub-items in the Option menu: Resolution and Light Condition. You can also switch between Normal and Self-Snap mode by pressing the pound key .

Resolution

There are four kinds of resolution for user to select : 60*80 , 120*160 , 240*320 , 480*640. DSC use resolution 60*80 as the portrait of PhoneBook record . While receiving an incoming call , Call control will display the record's portrait on the main panel . And DSC use resolution 120*160 (and 120*160 only) as wallpaper . In Q600 , we can't preview any photo whose size is larger than screen (128*160) , so user has to download these files to PC through a data cable .

Light Condition

User can use this item to adjust light condition in different situation .

Self-Snap

If user change to self-snap mode , the preview frame will become upside down and user have to rotate the camera lens (toward user) to get the correct image frame .

Photo Album

Photo Album will handle all the image operation including preview , rename , delete , set to wallpaper and set to PhoneBook record . The source of the images might be come from DSC or download (WAP or PC) .



Photo album can only display photo image size smaller than screen size 128*160.

My Ringtone




You can download from APBW and save up to 70 melodies here.

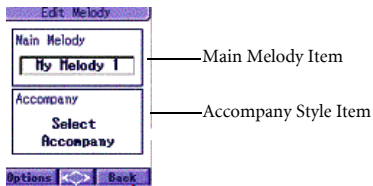
Melody Editor




You can create up to five chord melodies to serve as ringing tones for incoming calls.


A chord melody is made up of two or more different tones. This melody composer feature allows you to create up to 3 different tones and mix them up to produce a chord melody.

Steps for composing a chord melody

1. When you first enter the melody Editor, press  (OK) **Add New Ringtone.** You will see two channels available for you to choose from. The upper one is for you to choose a main melody, and the lower is for you to choose an accompany for the main melody. Scroll  up and down to highlight the channel you want and scroll  (OK) left and right to make the selections.
2. To compose a tone:






- Main menu is shown above. There are two sub items in this menu: **Main Melody** and **Accompany style item**. Scroll  to highlight Main Melody. Scroll left and right to choose a melody you like.
- Scroll  down to highlight Accompany style item. Scroll  left and right to find an accompany that suits you. There are three default accompany to choose: **Jazz**, **Dance**, and **Sooca**.

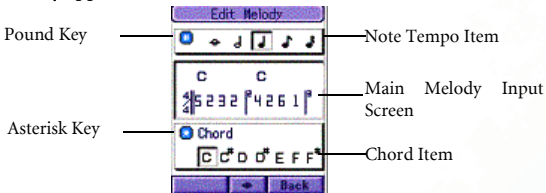
- With both melody selections above, you can press  to enter option menu to do further settings. In option menu you can see three options as below:

Save Ring Tone: You can save the main melody and name it here.




Timebeat: You can change the beat from a range from 5 to 125. The larger the value, the faster the ringtone beat.







Change Instrument: There are five instrument for you to choose. **Piano, Music Box, Organ, Guitar,** and **Bird Tweet.** You can scroll  up and down then press  (OK) to select it.

- 3.If you don't like any of the default melody, you can also create one for yourself. Just scroll  right in **Main Melody** until **Add New Melody** appears.



- **There are three sub items in this screen: Note Tempo, Main Melody Input and Chord Item.**
- Use keys below to create the melody you like.
-

Key	Functions
Alphanumeric key 1~7 	Note: C, D, E, F, G, A, B.
Alphanumeric key 8 	Change octave.
 Up	Adjust note.()

Key	Functions
 Down	Adjust note.(.)
 Right	Scroll screen from left to right.
 Left	Scroll screen from right to left.
 Pound key	Press to change chord.
 Asterisk key	Press to change note tempo.
 Ok key	Press to save settings.

■ **There are three sub-options in the menu:**

Play main melody: You can use this to play the melody you just edited.

Save main melody: Press to save melody you just edited and return to main menu.

Change instrument: Press to change melody play instrument.

 **There'll be 20 music bars for each melody.**

Settings



This menu allows you to program your phone's various settings as needed.

Audio


Profiles

Enter here to personalize your profile settings.

System Alert

You can choose to have handset alert in three modes: **Svc Change**, **Roaming**, **Minute Alert**.


DTMF Setting

This item allows you to change DTMF function. Press  (OK) to enter and select your options. There are two options for you to choose: DTMF Mute and Duration.

Display

You can personalize the way the idle screen is displayed.

LCD Contrast



You can scroll  right and left to adjust control bar to adjust both main panel and sub panel LCD contrast.

Backlight

You can choose your backlight duration here: **5**, **10**, **20**, and **60 seconds**. The screen goes black after your backlight duration to save power, but will turn on whenever there's incoming calls or any press on the keys.


Theme


You have five preset theme screen color: BenQ Purple, Melon Green, Cheery Red, Sunny Orange, Sky blue and three custom choices: User

1, 2, and 3. Just scroll  to select and press  to confirm.

 **For custom settings, press  (Edit) to enter advanced settings.**

Wallpaper

You have seven preset wallpapers for different choices. Just scroll 

left and right to preview and press  to confirm.

Answer By

You can choose to have the incoming calls answered by **Send Key**, **Any Key**, or **Flip ACTIVATE**.

Auto Redial

If you make a call that is not answered, your phone will redial the number continuously. You can choose to have the handset redial function **Enable**, **Prompt** in 10 seconds, or **Disable**.

Language

You can select the language used to display information.

Date And Time

Display Time/Date

You can choose to display time, date, day, or not.

Date Format

You have three choices time display on the screen.

Time Format

There are 24-hour Format and 12-hour Format to choose.

Set Time

Just enter the current time and date, and save the settings.

 **When system is available, system time is updated automatically.**


Power On / Off Time


You can set when your handset turns on and off.

Call Service


This menu provides a number of options to manage your calls.


Limit Alert

On: Press  (OK) to enter number you want your phone to alert when you are on a call.



Off: Press  (OK) to cancel limit alert.

System Select



Home Only: Press  (OK) to select service system only when you are at home.

Automatic: Press  (OK) to find the best service system automatically.


Voice Privacy

Use this function to activate your voice privacy. Scroll  to select and press  (OK) to start activating “On” or “Off” to deactivate.

Phone Activation

With this function, you can activate your phone. Scroll  to select and press  (OK) “On” or “Off” to activate or deactivate your phone.

Restore Default

You have to enter your phone code first and then press  (OK) to confirm. Your phone will then reset back to all default values.



Security

This menu ensures the security of your phone by setting UIM check, phone code, UIM lock etc., as well as limitations on particular outgoing and incoming phone calls.

Lock Status

Enter to check both your UIM card and handset lock status.

Card PIN

You have to enter PIN code to activate UIM card lock function. This function can protect your personal information saved in UIM card from being accessed by other people.



PIN (Personal Identification Number) is a password provided by your network provider. Once activated, your PIN protects your UIM card from being used by unauthorized people, even if it is inserted in another phone, unless the correct PIN is given when the phone is switched on.

Phone Lock

You have to enter phone code to activate phone lock. Your phone can be locked to prevent calls being made by unauthorized people, unless the correct handset lock number is entered when your phone is switched on. Your phone remains locked if a wrong code is entered, even if your UIM card is removed and replaced with another one. Only emergency calls can be made when your phone is locked. You have to enter your phone lock code every time you turn your phone on.

UIM Lock

Select On or Off to activate or disable UIM card security function. Enables the UIM check. You must enter your UIM to enable the UIM check.

Change Code

Your phone can be locked to prevent calls being made by unauthorized people, unless the correct handset lock code is entered when your phone is switched on. Your phone remains locked if a wrong code is entered, even if your UIM card is removed and replaced with another one. Only emergency calls can be made when your phone is locked.

Call Restrict

You can set up call barring limitations on your own to block **Incoming**, **outgoing**, **RoamIncoming**, and **RoamOutgoing** calls.

Emergency Numbers

You can store three emergency numbers in the emergency number list. When the phone is locked, only numbers that match the numbers in the emergency number list can be dialed.

7 WHAT TO DO IF...

If you encounter any problems using your mobile phone, please refer to the following table. If the problem persists, please contact your dealer.

Problem	Possible cause	Solution
Poor signal reception	<ul style="list-style-type: none"> You are using your mobile phone in a location (e.g. in the basement or building) where signal is weak. 	Move to a location where signal can be received properly.
	<ul style="list-style-type: none"> You are using your mobile phone in a call-crammed time (e.g. the rush hour). 	Avoid using your mobile phone in such time, or try later.
	<ul style="list-style-type: none"> You are too far from the base station of your network operator. 	You can ask your network operator for a service range map.
Echo or noise	<ul style="list-style-type: none"> The network trunk quality of your network operator. 	Hang up the phone and dial again. You can be switched to a better-quality network trunk or line.
	<ul style="list-style-type: none"> Poor local telephone line quality. 	
The standby time becomes short	<ul style="list-style-type: none"> The standby time depends on the system settings of your network operator. 	If you are in a location where the signal is weak, turn your phone off for the time being.
	<ul style="list-style-type: none"> The battery needs to be replaced. 	Use a new battery.
	<ul style="list-style-type: none"> If the phone cannot get connected to a network, it will continue searching for the signal from the base station, which consumes battery capacity. 	Change your location or turn off your phone temporarily.
You can't switch your phone on	<ul style="list-style-type: none"> Battery has run out. 	Recharge the battery if necessary.

Problem	Possible cause	Solution
UIM card error	• UIM card is out of order.	Send it to your network operator for test.
	• UIM card is not inserted properly.	Insert UIM card correctly.
	• UIM card contacts are dirty.	Clean the UIM card contacts using a soft, dry cloth.
You can't connect to the network	• UIM card is invalid.	Contact your network operator.
	• You are away from the service area.	Check the service area with your network operator.
	• Poor signal.	Move to an open space, or if you are in a building, move closer to a window.
You can't send messages	• Your network operator does not support this service.	Contact your network operator.
You can't answer incoming calls.	• You have asked the operator to bar certain types of incoming calls.	Go to the menu: Security → Call Restrict .
Your PIN is blocked	• You have entered a wrong PIN three times in a row.	Contact your network operator, or use the PUK code of the UIM card if provided by your network operator.
The battery won't charge	• The battery or charger is out of order.	Contact your dealer.
	• The phone temperature goes below 0°C or above 45°C.	Change the charging environment.
	• Poor connection.	Check if the charger is properly connected.

Problem	Possible cause	Solution
You can't key in data into your Phone Book	<ul style="list-style-type: none"> Your PhoneBook memory is full. 	Delete some data from your PhoneBook.
You are not able to use certain functions	<ul style="list-style-type: none"> Your network operator doesn't support these functions, or you do not subscribe to them. 	Contact your network operator.

